† † † †

IT CAME FROM BEYOND...
by: JO ANN COPELAND

It came from beyond... from the furthest depths of darkness, from the deepest abyss of black night. It slowly appeared... unsuspected, unexpressed, fathomless.

Slowly the shape took form. Primordial, an unpretentious, indistinct mass, then forming four small protuberances followed by yet one more. Gaining height, than width, forming a more distinct mass. I took several steps backwards, more out of shock than fear, as the realization hit me of what might yet follow.

No, it was impossible! It couldn't be happening. An unfulfilled dream... A wish upon a falling star, unanswered.

Yet, there it was in all its splendor. A shape unlike any seen before! I was overwhelmed, startled in doubt, and hesitant to accept the fact that, yes, it was true. I recoiled in disbelief, yet paused in pure amazement.

The shape attempted to confabulate, at first in an indistinct and unintelligible garble. Then slowing, it formed its words more powerfully, seeming to use every essence of will it could call forth.

The first word, flowing forth carefully, yet easily recognizable - "I".

Holding my breath in expectation of the next word to be spoken, I leaned forward as to here a whisper, and there it was - "WANT".

The third, pausing for breath and relaxing between words, came after a short moments time, forming the utterance - "TO".

More breaths... Suspensively, I impatiently waited, yet tried to be tolerant, knowing that this moment was a <u>first</u> !! One that would more than likely never happen again!!

Impulsively I reached my hand towards the shape, it recoiling in fear, startling us both. Regaining my composure, I stood still, whispering the words "Hello, I'm Aurora Bore Ealis. Please continue, I won't hurt you.".

The shape, turning away and then back again, seemed to reach forward with its eyes, searching my very soul. I smiled softly, reassuringly.

It took yet another breath, a word seeming to form, then fading away. I whispered "Go ahead, I'm waiting.". Instantaneously, it smiled, assuredly formed its word, then said what I'd been waiting to hear! And yet, when it spoke, I disbelieved my very own ears! I was correct in my assumption! This <u>was</u> a first, and <u>never</u> would happen again!!

I asked it to repeat the word. It smiled, formed the word yet once again, and without skipping a beat the word came - "VOLUNTEER".

I recalled what was spoken previously, and carefully piecing the words together, formed the sentence in my mind - "I want to volunteer."

I fainted...

Will Aurora recover? Will the volunteer claim "Temporary Insanity"? Who is the volunteer? Is it contagious? Will we see more next issue ?? *Do we even care?*

> E.N.D. <

> CHANGES TO THE NEWSLETTER <

You may seem some changes this month, including a line-feed change to help us old-age pensioners read the lines! Let the editor know what you think (and be polite, okay?).

From now on, you'll see one page devoted to upcoming meetings. We'll pick a title for the page but will welcome ideas from members for a new title (no obscenities please - that cuts you out !).

Robert didn't attend the October meeting so we won't be seeing a Mini-Memory Tutorial this month. Hopefully we'll see one next issue! Everything okay Robert?

We'll be including a new column entitled "Snip-Its" where you'll see some more from the Newsletter Exchanges. Depending on how much JoAnn wants to type the Snip-Its will probably vary from little notices to large articles. And if I have a large newsletter to prepare don't expect me to sit down and retype eight pages! Although I'll try my best...!

For VOLUME 3 we'll be having a COMPETITION! We're going to devote the first (title) page to something more on the line of an 'eye grabber'. We'll need some TI-Artist, Graphx, or JoyPaint Designs sent in and the design will be left up to your imagination! So, get busy now so you're ready for Volume 3 (MAY 1989). Please submit on disk and not drawn out 'cause I can't draw! (Unless it <u>can</u> be easily photocopied, and not everyone owns disk drives.)

In this issue you'll see the following: A totally Non-TI-Related article by none other than your own ever-loving editor; Giant and Dwarfs for our Big and Little Kids Column; Minutes of the Meeting along with the dreaded soap-box treatment; Notes, News and Library Additions; The start of our Personal Profiles column thanks to DEREK ALLEN; The tutorial continued from last issue on Diskette Format by COLIN HINSON; An open letter to members; Some news from the exchanges; An Extended Basic Beginner's Column by RICHARD TWYNING; A TI-Related Tale by PETER WALKER; and the Treasury Report (and anything I forgot to include here!). See special notes on the meeting at Colin's home (noted in last issue) and the upcoming Christmas and Housewarming Party at The Copeland's. We hope to see you at Colin's and at the Party!

'Bye for now, and enjoy your newsletter!

Minutes of the Meeting
8 October 1988
Submitted by: Jo Ann Copeland, Secretary/Treasurer

Scott Copeland, President, called the meeting to order at 3:09 PM with 5 present.

The first item brought up was whether there was an interest for a HOUSEWARMING AND CHRISTMAS PARTY (combined) for the month of December. As the Copeland's will be moving by the end of November we'd like to introduce members to our new location and invite them to our home, and a good way of doing this was to have our annual Christmas Party at the same time. It was decided to have the combined party, with a $30.00 limit on gifts (for children only). Each member attending will be asked to bring one (1) savory item along with (1) sweet (dessert) and The Copeland's will provide the Soft Drinks, Paper Plates, Accessories, etc. The date picked was DECEMBER 17, 1988 AT 2:00 PM and WE WILL NEED AN RSVP on the number of adults attending, number of children attending AND THEIR AGES so that appropriate gifts can be chosen. (Robert, remember your daughter is not a baby...). See more in this newsletter on the party... If you have any unique ideas for the party let us know well in advance so that arrangements can be made please! (Only constructive ones, okay?) We'll be having DOOR PRIZES also! More later...

The 12th November Alternative PC Show was brought up and members present were advised on what would be shown there and asked if they would be attending. Also, the Bloxwich show for 22 October was once again mentioned (see previous newsletter on this). The Copeland's weren't able to attend Bloxwich due to prior commitments (sorry!). We had written several software companies asking if they would like anything shown, demo'd, or handed out at the PC Show, and as of this date TIGERCUB SOFTWARE and TEXAMENTS have responded to our inquiry. (More elsewhere in newsletter...)

The minutes and treasury report for the month previous were read and approved by members.

WHERE ARE OUR MEMBERS? YES, the meeting was announced in the newsletter (Volume 2, Issue 5, September '88, Page 5). Did you read it? It was decided to devote a full page to upcoming events (no matter how many there are), along with a picture to catch your eye, and we might even print it upside down and right side up so you'll notice! One of the reasons everyone says they like this particular group so much is the active, monthly participation. Well, where are you? (Neil, you're excused and we hope you're feeling better by now!)

The BBS was discussed - when we move we will need a separate receive-only telephone to run the BBS. We have been getting more voice calls than BBS calls in the evening (probably due to the cheaper rate!!) and people hate getting a 1300 Hertz tone in their ear when they don't have a modem on line. (Can you hear yet Neil?). Also, we will have to buy a modem (V21,23), minimum 300/300 baud, when we move, as the current one being used is borrowed. We had a 90% voting quorom on officers, but not the required 80% for members. So, if you have any objections to actually purchasing the modem let us know immediately or else it was approved to go ahead on the purchase due to the necessity of the situation. Details to Scott or Jo Ann please.

The Newsletter Exchanges were brought up again. What DO you want to do with them? The idea of sending one exchange out to every member came back with only one person replying (Thanks Eddy). They are piling up at our house and we have to move soon. We'd like more members to see them (although they are checked out regularly by our members who attend monthly meetings). The exchanges are here for you to use. Bryan has taken home a list of the exchanges and will try to work something out. In the meantime, I'm sending batches out to people who have shown a need for help in a particular area (Nick Summers is getting exchanges with C99 articles in them for one example). We'll work something out shortly, but when we put an idea in the newsletter we need your input on what you think of an idea.

PLEASE - READ YOUR NEWSLETTER. People like Eddy Carter can quote me line-for-line from an issue 9 months old and others are saying "you didn't list the meeting in the newsletter". Meetings are listed one month ahead of time so that you can prepare your schedule (or as in my case 3 months ahead of time due to the need of pre-arranging!). The September newsletter has the October Meeting, the October newsletter has the November Meeting, November lists December, etc. When you get notice of a meeting jot it down on your calendar (or else you forget like J does!). There's nothing worse than laying out sandwiches and accessories for 20 people and only having two show up! (I don't like finger sandwiches for dinner!). Guess we better go back to the old method and list the meeting for the month of issue, and hope repro gets it out on time!

The meeting was adjourned at 4:00 PM whereby members retired to the kitchen for the usual good cup of Maxwell House coffee and finger sandwiches (along with crackers and cheddar cheese). Several library disks were purchased and demo's were held off for the next meeting, which will be at COLIN'S home ON NOVEMBER 19, 1988! Otherwise, the next get-together will be in DECEMBER for the party (see details previously mentioned or inside newsletter).

Minutes of the Meeting - E.N.D.

YOU WERE ASKING?

The disks in the Library are SINGLE-SIDED SINGLE-DENSITY as first approved when we started the group (way back when). There IS a need for a Standard format on Library disks. Disks are cataloged with a number for a particular section and are put into the Library on SSSD. Not every member has double-sided drives and if we ever hand the library over to someone else they HAVE to be able to read the disks! We apologize to members who feel they are paying twice as much for library disks as they own double-sided drives. You need a standard format somewhere along the line. We also have to make things available for our VALUED CASSETTE Users (and remember we were all at that point at one time!). If members feel the need to reconsider Library Fees and how disks are made available to members PLEASE ATTEND a meeting and bring the idea up or write in! We're flexible! Until then, we will abide by the original ideas approved when the group started. If we do allow disks to go out on DSSD for our DSSD users then SSSD users will feel they are paying twice as much simply because they don't have the capability of using a DSSD drive. Please let us know your thoughts on this!

If The Copeland's do get a disk in - it does not automatically mean it is available to everyone in the group. We do purchase disks on our own and most of them are copyrighted. I have the MasterCard charges to show for it! Please try to understand that just because we got it from somewhere that doesn't mean everyone can have a copy. I know members have gone elsewhere to acquire disks on their own to avoid library charges (it doesn't hurt us but it does hurt your group funds). Many members have friends in the States that send Public Domain disks here and we never see them. We wind up requesting them on our own from the same or different source, causing duplication of postage costs, disks, etc. Did you forget about your group, and wouldn't another member like to have a copy?

On a further note, I get the usual "Gee, what a small issue - look at the lack of content in the newsletter". Well, did you submit an article?? How about "I didn't read the newsletter" theme. Why do you subscribe to it?? "I love the monthly meetings" - how come you haven't made the last three??

Don't criticize unless you're prepared to do something about it! Don't say "it wasn't in the newsletter" because I'll bet you I can show you the particular issue along with the page number. If you can't make a meeting (not meant for those long-distance members!) PLEASE let us know so that we don't plan out a 'meal' meant for 20 only to have 5 attend. All it takes is a one-minute telephone call, and we don't ask questions.

And for those of you who consistently make kind remarks about the newsletter, and how you appreciate the time and effort put into it, and for those who submit articles, I heartily Thank You, because you are the ones who keep this group going! Thanks!

I know, enough is enough...

MEMBERS PLEASE NOTE

ROY ROBINSON is feeling left out in the cold and would really appreciate it if any members in the HUMBERSIDE AREA could contact him. He's getting pretty lonely! Not knowing where the Humberside Area is in relation to other places I'm listing this here and asking for your help! Contact Roy on: 0964-534611 (evenings) or write to: 112 Cliff Road, Hornsea, N. Humberside HU18 1JE. THANKS!

TRISTAN DONOVAN has some WANT NOTICES: Dual Cassette Leads; Speech Synthesizer; RS232 Interface; Disk Drive and P-Controller Card; Memory Expansion; and Terminal Emulator Module. Can anyone help? Contact Tristan at: 80 Cleverly Estate, Wormholt Road, London W12 0LY, or call on: 01-749-7382 between 6PM and 8PM. THANKS!

Turn the page for more...

NOTES AND NEWS

NEWS FLASH

We recently sent alot of letters out to software companies and firms asking if they would like to supply either literature, pamplets, software, etc., for the 12 November Alternative PC Show set-up. We've had several replies (but not 100%) and one that we feel should be listed separately is from the well known TIGERCUB SOFTWARE (Jim Peterson). You have seen his name in all the newsletter exchanges, and if you never really knew what TigerCub was all about you can find out now as Jim sent us several DEMO disks (of some fascinating programs) and two disks of articles to be used in the newsletter. We'll be including these on-and-off through the coming year. The DEMO disk was fantastic and we'll not only show it off at the PC Show, but also at the meeting. Didn't know so much could be done in extended basic! Thanks for your participation in our little 'orphaned' 4A, JIM! (And yes, newsletters are on their way!) One disk contains Jim's current software catalog and he has asked that we make it available to our members who might like to print out a copy (or read it on-screen). (See CA0002 in Library Updates.) Printed copies from Jim cost $1.00 due to publication costs (understandable). (Please note, the demo disks are not available for re-copying.)

KAWARTHA 99'ers was kind enough to send us a disk of TI TOOLS 2 (UPDATED 08/1988) with a two-page description of the programs on the disk). We thoroughly appreciate their consideration shown towards our group and only hope we have something of equal quality to return! We'll be covering this in this newsletter...

TEXAMENTS also responded to our letter sent out and have supplied us with brochures (and a question of how many members we have) so that he (Steven Lamberti) can forward us enough brochures so that each of you can see what he has to offer. Alot of interesting software here!

The TI TOOLS 2 disk contains a NEW ARCHIVER with ONE-STEP processing! Can things get any better?

NOTES AND NEWS <> E.N.D.

NEXT ISSUE WE'LL BE SEEING

BY DAVID FORD: P.E.B. Speech Interface Printer Circuit Board. A circuit drawing for moving the Speech I/F into the Peripheral Expansion Box was published in our June Issue (V2 I2) and was designed by Joe Spiegel. David has subsequently designed a printed circuit board to carry this circuit design! See his article along with the layout in the next issue! I hope this comes out okay as his disk article was absolutely mauled by the Post Office! (Thank goodness he provided a written article too!)

BY TRISTAN DONOVAN: An article on our TI with some tips, especially for our valued Cassette Users! Tristan has also provided us with a cassette tape of Biology Tester 1 and 2 (more coverage next month).

BY MARK PLAYLE: Super Space II (as requested!).

GEE, it pays to beg, grovel and plead! THANKS DAVID, TRISTAN AND MARK!

To be re-copied by JoAnn: Call Sounds, Designing your own cursor, and more from the exchanges! We hope to hear more from Robert Wordsworth and Richard Twyning, and Jo has an article prepared by Colin Hinson.

QUESTIONNAIRE RESULTS

(35 Questionnaires sent out, Only 23 were returned)

Oh well, we tried... Scott and JoAnn didn't vote as we felt it was a members choice so that excludes one vote. To sorta' simplify matters, I'll be listing the Questionnaire again, with the votes shown in a semi-orderly fashion (I hope) so that you can see how many votes were cast, why, and where (huh?). Let's see if I can pull this off...

1. Discontinue the Group and the Newsletter — Yes 0 — No 23
   Keep the Group/Meetings with No Newsletter — Yes 0 — No 23
   Keep the Group And Newsletter — Yes 23 — No 0
   RESULTS: Keep the Group and Newsletter > 100% In Favor

2. Keep the Format for the Newsletter at A5 — Yes 13
   Go to 8 1/2 X 11 On Next Volume — Yes 6
   Whatever's Cheaper or Easier had a Vote of 4
   (Where was that on the questionnaire?)
   RESULTS: Stay with A5 Format

3. Meet monthly at the Copeland's in Ipswich — Yes 5
   Go to Floating Meetings at Members Homes — Yes 7
   "Both" Marked at a Vote of 4 No Answer Ticked - Vote of 7
   Number of Homes Volunteered 4 With 6 marked "hardly practical"
   RESULTS: Floating Meetings (but we'll volunteer our home!)

4. I can offer articles on either a regular basis on a specified subject, or I'll do my best to submit anything I can — Yes 13 — No 10

5. I'll participate in the "Meet Your Fellow Members Column" — Yes 19 — No 3 — No Answer: 1

7. Contact me for help on Question and Answers — Yes 12 — No 6 — No Answer: 5

8. Affiliate with RAF Bentwaters for Repro — Yes 9
   Produce Newsletter with Off-Base Repro — Yes 6
   Whatever's Easier or Cheaper — 4
   No Answer — 4

9b. Library Details Currently OK — Yes 9
   Need a little more brief explanation — Yes 11
   Need Extremely Detailed Explanation — Yes 3

*. I'll be re-subscribing at renewal — Yes 22 — Maybe 1

INDIVIDUAL NOTES

Name for the "Meet your fellow members" Column How did 19 of you come up with the same idea? It looks like the column name will be "WHO'S WHO IN EAR 99'ers" which isn't too bad, don't you think? We had alot of other ideas and I wonder where you came up with them! Sorry Derek, you can't have the column named after yourself! (Although we'll oblige you when your number comes up!)

What do you want to see in the Newsletter to keep interest high? A loaded question there, and I still don't know how we're going to do what ya'll wrote! Here goes: New developments; General News/Reviews of Hardware and Software; Hardware; Alot of Editor/Assembler requests; Basic; ExBasic; DIY Hardware; Competitions (we do that but no one participates!); Front Page Graphics (see competition in newsletter); A Continuing Story (Saga); A Joke Column whereby members keep adding on to the joke; Artist Overviews; More Hardware Projects; Variety; Languages (especially C99); Speech Synthesizer in Console; Build System From Scratch; Accessories Sales and Advertisements; Technical Articles; Forth; Hints and Tips on Games Playing; A Members Exchange Program (no pirating!). Whew!

I'd like to see the following get included in the Library: Basic; ExBasic; Better documentation (I can only get what comes on the disk > programmers program, not write docs?); How to Fix Things; Anything; Tape Material especially for E/A or M/M; Library Catalog on disk (now available! for the cost of the disk and postage only at $1.00 or £1.00! > ask for CA0001); John Stocks Life Article for Editor/Assembler; Equipment Rental (like maybe printers?); Music (requests both for disk and cassette); Board Games like Trivial Pursuit; Plotting and Drawing/Graphing.

There's TOO MUCH coverage on: Nothing can be too much!; and Adventures (ouch!)

There's TOO LITTLE coverage on: Basic; ExBasic; Languages; Hardware; Programming; Machine Code to Exhance Basic; How well we manage the group (thanks for the compliment); SubPrograms (see next issue for Call Sounds!); Editor/Assembler.

I'd LIKE TO SEE a particular article on: ANYTHING!; Basic; ExBasic; Actual Use of TE II Module; C99; Cartridge to Disk; Speech Synthesizer Programs; Super Space II (see next issue!); BBS Software; Data Base Functions (coming soon to a theatre near you!); Use of PRK and Statistics (help! I don't have that!).

WHEW Again! Okay members, how are we going to get people to write on these subjects if no one volunteered to write a regular (monthly) column? I can handle the Artistry and Data Base articles but the rest is up to YOU! HELP!

Individual Ideas mentioned (some worth thinking about!): How about one full review a month, maybe send the program to someone and ask them to write about it? Answer: We tried that and it doesn't work really well... but we'll try it more, as Neil started doing this for us. The Newsletter is my lifeline and even if you have to increase the cost, even if for the postage only, it's worth the end result. Answer: Thanks and we hope we don't have to do that! The Newsletter does serve a purpose and, in my opinion, interest is high. Adventure articles are not important to me (but maybe to others) and I really like Robert Wordsworth's articles! Don't apologize for the newsletter being late > you're doing a super job and explanations aren't necessary because you're doing all the work > not those who complain. Keep up the good work! Answer: THANKS! All this assembly language has me baffled! Can we see something on Basic or ExBasic?! Answer: YES. Too much self-questioning about the newsletter seems to be raised. I see very little wrong with it and its Basic Purpose is communication between members. Answer: You don't see the nasty remarks that I get sent to me, but I do really appreciate your kindness! I'm not too worred about the format of the newsletter as long as it keeps coming!. A Mars Bar wrapper would suffice! Answer: Let's hope it doesn't come to that, but we appreciate the fact that you don't care how the newsletter gets to you, as long as it does!

Let's have a joke program that is the combined effort of all members. Each member could send a few lines for each issue and they could be added to the program. Answer: Okay by me! Any help appreciated! I lost my membership card, is this my member number? Answer: SHAME on you! Although Jo spent hours and hours (and hours) on those cards you'all lost them! Your member number is required for a data base purpose and it is the one on the mailing label. Also, you'll find your subscription dates there too! Mark Playle SHAME ON YOU! Peter Walker, the "meet your fellow members column" was listed in the newsletter on Page 2 Item #5 in the October Issue. We hope you'll change your mind and decide to participate! The reason the catalog always says "partial" is because as soon as I update it something else comes through the mail slot (No Complaints There, as long as it keeps coming!). We'll rename the Catalog. Eddy, quit trying to break your computer and you won't need those fix-it columns. Loss of members may be due, to some extent, to people switching to 'more powerful machines'. Answer: If a member does decide to sell out REMEMBER the group and let us advertise for you! We have members trying to build up their systems! Wait a minute, my TI is powerful (in its own way?). May Robert's and Colin's articles live long and prosper, they're great > (but can we have more on Editor/Assembler?). Answer: If someone writes an article, yes, or else I'll have to retype articles from the exchanges as most can't be reproduced nicely (as is), and I don't know anything about E/A! Can we see "Equipment for Rent" in the Library? Answer: Certainly, if the group could raise enough money to get the items requested (which at this point isn't possible). We'd LOVE to start this off so if any members have any ideas PLEASE let us know! Can we see more of 'name dropping' and 'news about other members'? Answer: I recently started to try and tone down the dreaded 'burble column' thinking members didn't like it (no one says alot about it) but more than one member suggested I keep it up. You like the warped sense of humour huh? Wait'll you see what happens if I really let loose! By the way, members have to let me know what's happening if I'm to pass the info on! I'd particularly like to see reviews of the various Data Base Systems available. Answer: Ian, most data base systems require more than alot of our members have (two disk drives, sometimes Double-Sided Drives required, etc) but I'll do my best to start off an article on a comparison of those I've worked with. See the Library Updates for MICROdex 99 (it sounds like it's just what you're looking for! But it does require One Double-Sided Drive with a secondary data disk). You're not the only one who requested info on Data Base Programs, so we'll see what we can do! Can we have a Members Exchange (no pirating)? Answer: I love the idea and all we need is someone to start if off. I'll get it into the newsletter! So, if you have something you'd like to unload why not advertise to exchange it with someone else? Good idea! Last item listed was: LONG LIVE THE TI-99/4A! Answer: I AGREE!

Well, we've got alot of work ahead of us members! Let's all pull in together and get it going right! Looks like we've got a good year ahead of us! My personal thanks to those that participated in the questionnaire and we hope you'll be pleased with the outcome! JC.

Turn the page for more of the newsletter →→→

LETTERS PAGE

▪ The following should be of interest to our Members, and is a letter from a member who would like to express the following views:

11 Stonehill Road
Roxwell, Chelmsford
CM1 4PF

22 September 1988

Dear JoAnn,

In order to save yourself any unncessary expense, will you please note my immediate withdrawal from the Group. My reason is simple (you are welcome to publish if so inclined) :

I am a registered professional engineer approaching retirement and during my forty years in the electronic industry I have become accustomed to dealing with friends and colleagues having the same levels of interest and standards of courtesy as myself. I do not see why I should be expected to accept anything less in something I do for pleasure and relaxation.

If I write a letter of self-introduction to somebody who has declared himself interested in making contact with fellow-members, I do not expect to have to send a reminder to get an answer, and when the answer comes I expect something more than a curt two-line note saying he does not share my interests. If I offer to help somebody with a demonstration, I do not expect five months of silence followed by a request to help at seven days notice. If I offer to exchange programs with somebody, or to send them programs for inspection, I expect some minimal response, even if only "no thanks" or "drop dead".

The honorable exceptions are yourself and Tony Bowden. Sorry I didn't ever meet up with you at one of the Group meetings, but the idea of travelling so far to associate with such people is ludicrous!

All good wishes to you for the future.

Sincerely,

John Stocks

Oops, I think we slipped here ... What happened members? We let a fellow member down! And when you think of it, how many people do we let down, and vice-versa. A letter doesn't take much to write.

Any ideas or comments you want included in the Newsletter? Send them in to be included in the newsletter. We just might wake somebody up!

FOR SALE

128E Commodore (American) with Parallel Printer Interface, IBM Style Keyboard, Built-In "1571" Disk Drive, 8 original software games, 100 disk games, word processing etc. $600 American Dollars or Pound Equivalent. CONTACT: PAUL HOEHN between 10:00 AM and 2:00 PM daily on 0280-703778 or write to Paul at:

Americans use:
SSgt Paul Hoehn
RAF UpperHayford
PCS Box 5793
APO NY 08194-5000

British Use:
SSgt Paul Hoehn
RAF UpperHayford
Post Office Box 5793
UpperHayford, England

THRU THE GROUP

Remember, we still have TI JOYSTICKS and DUAL CASSETTE LEADS available! One Extended Basic Module is still available for purchase! Looking for something - we just might have it! Write in or call!

TI JOYSTICKS (PAIR)	£ 5.50
DUAL CASSETTE LEADS	£ 3.50
EXTENDED BASIC MODULE	£ 20.00

CASSETTE USER'S PLEASE TAKE NOTE

For our Cassette Users: Mickey Schmitt has written a tutorial on "Getting the most from your Cassette System". It is available on disk or printed pages for $6.00 (US) and if our Cassette users are interested enough the group will be more than happy to order it. All you have to do it let us know! Mickey's address is (for other newsletter exchanges) 196 Broadway Avenue, Lower Burrell, PA, USA, 15068. Let's not forget that JoAnn still has the Word Processing tutorial (60 page manual) available too! If everyone keeps this up, we'll have tutorials covering everything needed!

CHRIS ZIEGLER is learning what being a "Mom" is all about! Hi Chris!

As noted in the last issue (or thereabouts?) Mark and Chris made it to their new base just fine

Chris wrote to say that apparently our US Post Office likes to eat newsletters for lunch and therefore we forwarded another copy of the issue to her.

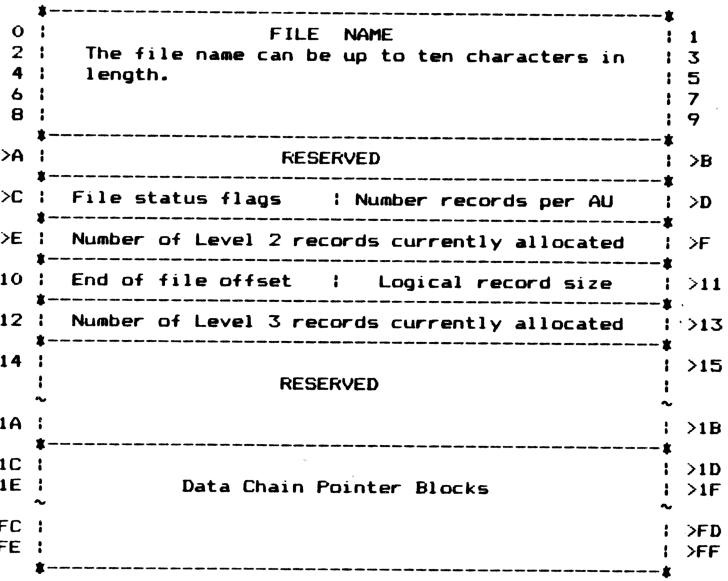
2021 note- In the UK Royal Mail also ate these newsletters as they were -(this issue 20 sheets of A4 paper folded in the middle with a single staple holding the open edges. No envelope. Other mail was caught in the open edge and the outer sheet with the address was torn off. I received less than half of the newsletters I should have received.... bb

DETAILED DESCRIPTION OF DISKETTE FORMAT
Continued From Last Issue
by: COLIN HINSON

File Descriptor Records

The File Descriptor Record (FDR) contains the general information for its associated file. In order for the system to function, all the information to access and update the file must be contained within this record.

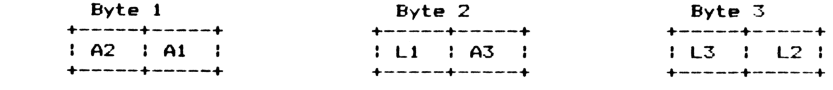
Layout of an FDR is as follows:



Bytes >A & >B were reserved for an extension of the number of data chain pointers. As this was never implemented, these bytes are always 0.

Byte >C The file status flags are as follows, where Bit 0 is the LSB:

Bit No.	Description
0	File type indicator. 0 = Data file 1 = Program file
1	Data type indicator 0 = ASCII data (DISPLAY file) 1 = Binary data (INTERNAL or PROGRAM file)
2	This bit was reserved for expansion of the data type indicator.
3	PROTECT FLAG 0 = NOT protected 1 = Protected
4,5 & 6	These bits were reserved for expansion of ????
7	Fixed/variable flag 0 = Fixed record lengths 1 = Variable record lengths
Bytes >E & >F	The number of 256 byte records allocated on level 2.
Byte >10	Contains the EOF offset within the highest physical AU for variable length records and program files.
Byte >11	Contains the logical record size in bytes. For variable length records this byte contains the maximum permissible record size.
Bytes >12 & >13	Contain the number of records allocated on level 3. For variable length records these bytes will contain the number of level 2 records actually used. NOTE: these bytes are in the reverse order.
Bytes >14 to >1B	These bytes were reserved for future expansion, and will always be 0.
Bytes >1C to >FF	Contain blocks of three bytes which indicate the clusters which have been allocated for the file. 12 bits of each 3 byte block indicate the address of the first AU in the cluster, and the remaining 12 bits indicate the highest logical record offset in the cluster of contiguous records (This method of indication reduces the computation required for relative record file access). The layout of the data within the 3 byte blocks is shown below:



Where A3 = AU's times >100
A2 = AU's times >10
A1 = AU's times 1

L3 = offset times >100
L2 = offset times >10
L1 = offset times 1

ALLOCATION FOR DATA FILES

A Data file is built of clusters of contiguous data records, each data file can contain up to 76 of these data record clusters, with each cluscer containing at least one data record. The DSR software will allocate as many contiguous records as possible upon request, - if a new record is requested and no more records can be added to the current cluster, then a new cluster of contiguous records is started. If 76 clusters have been allocated and a new cluster is requested then the write operation will be aborted. This will only occur when the data records on the disc have become too scattered (i.e. the file is badly segmented) - the problem can be corrected by copying the disc with the disc manager (or with DM1000 in file mode), which will cause the records for the files to be allocated in 1 (or at the most 2) clusters on the new disc. Note that at worst case this scheme still allows for 19k bytes per file (76 * 256 bytes).

Because of the system used, each physical record within the file can be accessed at random, without any need for large areas of contiguous disc space. This means that so long as the logical records within a file have a fixed length, the file can be accessed either at random or sequentially, and therefore the disc software does not have to distinguish between relative record and sequential files. This has some implication for sequential fixed length record access, as now the record number is being used, rather than the currect record number and offset.

For variable length records, the length of the logical record is stored at the start of the record itself. The result of this is that (since a record cannot cross an AU sector boundary), the maximum record length for variable length records is limited to 254 bytes, as the 'end of records on this sector' (>FF) has to be written too.

PROGRAM FILE ALLOCATION

Program file allocation is identical to data file allocation. The Program file (segment) is split into 256 byte records which are stored as a standard data file. As the disc software marks the file as a program file it can prevent data access to program files (and vice versa).

In order to prevent problems with VDP ram 'wrap round' (i.e. continuing to write to VDP ram after address >3FFF will write to >0000) the DSR software notes the actual number of bytes used in the last data record and will return exactly as many bytes as were originally written to the disc, even though this may not be a multiple of 256.

More next month...

> DETAILED DESCRIPTION OF DISKETTE FORMAT (Cont'd) <
> E.N.D. <

BOUNCING THE BALL !!!
ANIMATION FOR THE BEGINNER
by: RICHARD TWYNING

"JUGGLING" WITH EXTENDED BASIC - PART I

The main reason I wrote the bouncing ball program was the Commodore Amiga. I had seen the bouncing ball running on the Amiga, and I wanted to keep the 4A up to date by writing a similar program.

I also had a knowledge of sprite graphics, and I wanted a reasonably fast and acceptable demonstration program that would show off the features of Extended Basic, and Sprite Graphics.

I had previously attempted to write a demo program based on "ROBO CITY", which is another of the original demo programs that were bundled with the Amiga 500 and Amiga 1000.

Because of the number of calculations the program has to do, it never achieves any speed. I am hoping to get an increase in speed with the use of the Myarc 128K XB II Cartridge.

The version of my ball program that the group currently has is the "cut down version", but I am going to release the original for people who can sit there patiently, long enough for it to develope into the same size graphics as the newer ball demo program. My original ball program has several stages of development in which the ball continuously grows.

It starts off as one 8*8 Sprite, at Magnification 1, and goes right up to the full four sprites, at 32 pixels (Magnification 4). The full size ball actually contains eight sprites, but four sprites refers to the relative size of the sprite. The other four sprites that are numbered 5 to 8 are used to form the background of the ball.

In this series of articles I had intended to describe the steps taken to produce my bouncing ball program. However, I have decided against this, as my ball program is full of patches to make various sections work, and I have lost track of which section does what, since it is quite a long while since I wrote the original code of the full version. I also think it will be a great advantage to the beginner if I completely start another program from scratch.

This will enable anyone to follow the steps in each issue, and then apply them to their own animation projects.

As with my first program (ROBO CITY), and the bouncing ball program, I have once again turned to the Amiga for inspiration, and for this series of articles I have decided to use the Amiga Juggler Program as the subject for this series.

For those who haven't heard of the Juggler, it is the latest demo program for the Amiga, and has been used as one of the demonstration programs for the Commodore Amiga 2000.

The program, as its title implies, displays a puppet-like figure on the screen that appears to be juggling three glass balls. The puppet is standing on a green and yellow checkered floor, complete with perspective, which might cause a few problems due to the limitation of graphics space. The ground, of course, is reflected on the surface of the balls, which gives the additional problem of multiple layers of sprites in order to draw the basic grey background of the ball, and then the colours of the floor that are reflected.

This also means that, besides the basic ball motion, the patterns of the reflections must be constantly changed as each ball gets higher or lower, or as they move across the screen so they fall in the opposite hand. And finally, the puppet itself must have his arms moving when he is throwing or catching a ball.

As with ROBO CITY and the bouncing ball, I am only working from a photograph of the screen display of the Amiga, and I have no code written down at all. This means that this series will describe every section of the program to the beginner, and will show how to meaningfully plan the arrangement of the graphics code, and the order of each movement of the screen.

Well, that's enough of the initial description. Tune in to next months exciting episode when I will describe programming style, and describe the compatibility of the program I am hopefully going to write with the various versions of Extended Basic that I have encountered.

WE LOOK FORWARD TO IT, RICHARD!

♪ BOUNCING THE BALL !!! ♫
♪ ANIMATION FOR THE BEGINNER ♫
♪ PART I - E.N.D. ♫

CONGRATULATIONS!

Congratulations to Kumiko Algernon Copeland for giving birth to FOUR GIRLS AND TWO BOYS! Mother and puppies are doing extremely well! Gee, I'm a grandmother!

Congratulations to JAY WEBSTER, who no longer holds the title of Master Sergeant Selectee. Yes folks, Jay is now a bona-fide Master Sergeant (and probably won't come to any more meetings with us lowly folks!).

We hope you're doing better by the time you receive this issue NEIL! If you've got a minute to spare (or longer) why not give NEIL WILSON a call and cheer him up - he's kinda' bedridden at the moment and is currently fighting withdrawal symptoms from missing Legends! We also hope that JOE HUNT is back on his feet by now, rather than being on the crutches he's currently using!

We've heard from an avid adventurer (all the way from Sweden) and I'm sure Joacim will regret it when his phone bill comes in! Well, the TI is alive and well over there and we look forward to exchanging some Public Domain disks with him. Great to hear from you Joacim!

WHO'S WHO IN EAR 99'ERS ?

RAMBLING IN CORNWALL
LET'S MEET DEREK ALLEN - MEMBER # 1

Having received orders from on high in the October Magazine, it appears it falls to me to kick off our series of Personal Profiles. This seems a good idea as we do not all know each other or each individuals interests, which I suspect vary considerably in general life as well as in computer life.

Because we all tend to have our own special interests we may tend to forget there are many facets to computing, all of which stand in their own right. Few of us will cover all the uses of our machines.

So, off we go...

I am 45 years old, British, married, with three children (girls age 15 and 10, and boy age 5).

I am what is called nowadays a Vehicle Technician, working on Volvo and Mitsubishi with a bias toward electrics, which as far as modern cars are concerned is really electronics.

Most cars today have at least two computers on board to control ignition and injection. Others may have many more to control such things as A.B.S., air conditioning, auto transmission, and the latest fun toy electronically controlled suspension.

Unfortunately we, as Technicians, do not have access to the computers or the programmes within them. All we do is test externally and replace if faulty. So I am only a multi-meter man really. That is about the extent of my electronic engineering.

We live in the small market town of St. Columb Major just inland from Newquay, which is a typical English seaside town.

In the summer it is crammed with holiday-makers of all descriptions, but is mainly a Mecca for surfers, having some of the best beaches in the country, and is indeed on the world surfing circuit along with Australia, Hawaii, and California. All of which sound far more exotic than Newquay.

Our house is over 100 years old and thus takes much maintenance which accounts for a lot of summer evenings, so it is mostly in the longer evenings that I retire to what I call my 'computer hole' in the loft.

Although reasonably comfortable with central heating and easy chairs, etc., the ceiling is a bit low, as people over my 5'6" (such as Scott) will testify having banged his head a few times when the Copeland Clan came-avisiting.

My system is only Computer, Cassette, Extended Basic, and Speech with a 14" colour monitor. As I am still exploring all the uses of Extended Basic this is fine for the moment.

I do intend to expand in some directions but as soon as I think funds are available some other incidental expense, like groceries or the mortgage payment, take all the money away again. Such is life, but one day...

For the moment my main interests are, as I have said, struggling with Extended Basic, fiddling with Maths (ie: small and simple programmes for gear ratios, and load factors - electrical) and similar things. Some of which work and some of which do not, but I keep on trying. Such is the spirit of computing.

Also, for relaxation I like good board games, such as Chess, Backgammon, Othello, etc., but I have to admit my first love is Adventuring, again with varying degrees of success.

I would like to spend more time with my T.I., but boring interruptions, like earning a living and family commitments, mean I have to snatch what time I can to devote to computer and group.

I fully appreciate the man hours (and woman hours!) that go into not only producing this magazine, but all the other activities of the group.

As you will have gathered by now, I am your ordinary run-of-the-mill idiot and definitely no Boffin, but being thus should not deter anyone from exploring their computer or feeling that they have no contribution to make to the group.

Just being a member and giving support in any way one can has to be for the good of all, even if it is writing rambling rubbish like this. Sorry, lecture over!

Well, that is most of me that is fit for publication. I look forward to hearing something of you all out there.

If anyone is in this neck of the woods on holiday or whatever, do knock on the door and say "Hello". You are welcome to come and bang your head on my ceiling anytime.

Happy tapping from Cornwall,
Derek

JC - even being 5'5" can be too high for the beams in the loft - my head still hurts! Seriously though (Jo Ann being serious?!), Cornwall (Newquay) is an absolutely beautiful area and we were fortunate enough to have visited it on holiday with Derek opening his home to us for several days (thus keeping us from going bankrupt on hotel bills!). If you weren't over 300 miles away, we'd visit more often!

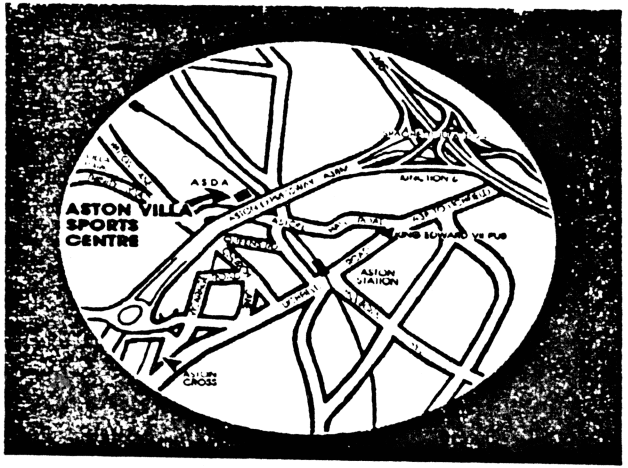
Derek and family are wonderful, welcoming and warm people! The beaches were superb and my children still haven't forgiven me for having to return home from holiday! Derek even checked our car brakes for us while we were there! Derek and family took time off from their busy schedules to show us the sights, and I have six rolls of film to show for it (be glad to show them off at a TI Meeting!).

Thanks for the participation in the Personal Profiles Column Derek, and for breaking it in for the rest of us! We appreciate your support and encouragement, and also your little 'quips' for our slightly irregular Cartoon Corner! Good luck with those adventures (and you know where you can get hints when you need them). That's how our friendship started off and I'm really glad you got stuck and wrote for a hint!

PERSONAL PROFILES - WHO'S WHO IN EAR 99'ERS ?
E.N.D.

NEXT MONTH WE'LL MEET
BRYAN CLOUD - MEMBER # 2

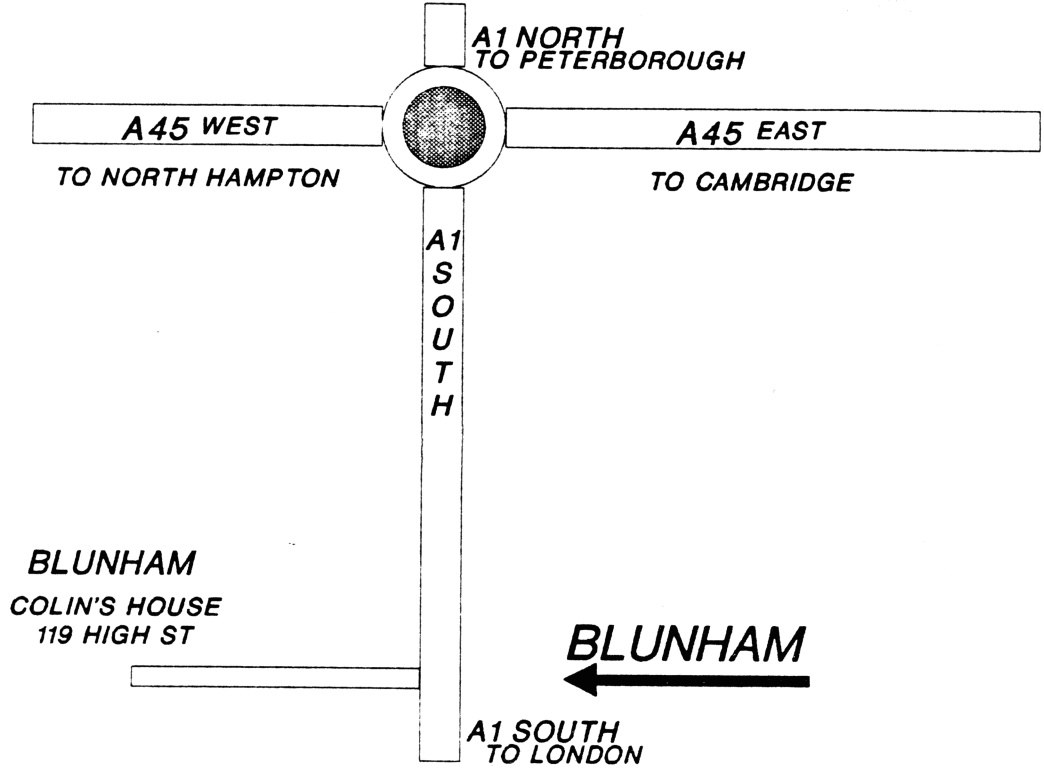
12 November Show
See you there!



FROM THE NORTH (M6) .. take exit 6, keep left and follow signs to A6 Birmingham (NE) and Lichfield, drop down to Spaghetti Junction roundabout and follow signs to Aston Villa Football Ground down Lichfield Road and then Aston Hall Road is on the right about 250 yards along.

FROM (M6) SOUTH .. A38 to City, take first exit (Aston and Saltley), left at roundabout, second left into Vicarage Road leading to Sycamore Road, left Church Lane, left into Queens Road, right at traffic lights into Aston Hall Road. Centre is 150 metres on left.

THE ALTERNATIVE MICRO SHOW IS ORGANISED
BY
EMSOFT - 80 DALES ROAD IPSWICH SUFFOLK
TEL: DAY 0473 217113 EVENING 0473 49507 OR 0206 540540


A1 NORTH
TO PETERBOROUGH
A45 WEST
TO NORTH HAMPTON
A45 EAST
TO CAMBRIDGE
A1
SOUTH
BLUNHAM
COLIN'S HOUSE
119 HIGH ST
BLUNHAM
A1 SOUTH
TO LONDON

LIBRARY ADDITIONS
NEW IN FROM THE STATES AND CANADA

ADD M/0008 > BACH (#1) CLASSICAL MUSIC - XB, DSSD - Fantastic color scenery along with the music! For those classicly-minded people it's a must! Includes: Sonatas for Pianoforte - Opus V #1 through V #6. Disk (491)

ADD M/0009 > WAGNER (#2) - XB, DSSD (can split for 2 SSSD). More Wagner music with even more fantastic color scenery! The same excellence as Wagner #1! Der Ring des Nibelungen includes: Das Rheingold, Die Walkure, Siegfried, and Goetterdammerung. By: Ken Gilliland (Freeware $5.00). Turn your volume up to take advantage of the full range of volumes and tones! A Read-Me file shows how to split this disk into two SSSD disks and a DSKLABEL_P file allows loading to Graphx, TI-Artist or MAX-RLE. Affords printing a quality disk label for your diskettes. Disk (493)

ADD M/0010 > Extended Basic Music with great Graphics, Sound and Color! Includes: Fiddler on the Roof (Basic); The First Noel; God Rest Ye Merry Gentlemen; Gray Mouse; Holiday Greetings; Hill Street Blues; Lookin' For Love; Maple Leaf; Melancholy; Synthesizer Songs and Dis/Var file; Wedding Song. (SSSD 355)

ADD M/0011 > Extended Basic Music with great Graphics, Sound and Color! Includes: Organ Music and Keyboard (for you to play); Sonata/C; Sonatina; Star Trek and Star Trek 3. (SSSD 220)

ADD M/0012 > Extended Basic Music with great Graphics, Sound and Color! Includes: But You Know; Rhapsody In Blue with Loader; and Serenade. (SSSD 354)

ADD M/0013 > Extended Basic Music with great Graphics, Sound and Color! Includes: National Anthem; Happy Birthday (Speech and Song); Sink the Bismark; Blue Danube Waltz; Can't Help Falling in Love With You; Castilla; Cool Water; Could I Have This Dance; Dove; Dream; Fernando; Green Green; Hallelujah Chorus; Houston; Mandy; and The Lord's Prayer. (SSSD 350)

ADD M/0014 > Extended Basic Music includes great Graphics, Nice Sounds, and Color. Includes: ExBasic Autoload Menu with > 12th Street Rag Polka; Beer Barrel Polka; Bojangles; Harrigan That's Me; and a program you have to watch - Lunch Man. (SSSD 249).

ADD M/0015 > Extended Basic Music includes, once again, great Graphics, Sounds and Color. Includes: Exbasic Autoload Menu with > Lida Rose; Lunch Man (see this to appreciate it!); Pennsylvania Polka; Show Me the Way to go Home, otherwise known as Indicate the Path to my Habitual Abode (cute program!); and Those Were the Days. (SSSD 203).

ADD SE0044 > TELCO SUPPORT and ARCHIVER (SSSD 169) - Includes Archiver Version 3.02. Now compacts and compresses with ONE key stroke; compression has been optimized; View Text File; FCTN 9 back to the menu (now on one screen); FCTN 8 to Redo if you made an error; Dump catalog to printer; Instructions included in document file. Improved! TELCO SUPPORT - A combination of 5 different programs serves the same purpose but offers the advantage of having all programs combined into one. Required: TI-99/4A with 32K Memory Expansion, Printer, Serial/Parallel Interface Card. Runs from TI or Triton Super Extended Basic. Menu driven; Options of printing either the TOS/Phone or TOS/PCP files to printer; Sort TOS Files; Install PCP; Exit Program or Change Drive Choice. Documents included. By Dave Ratcliffe, Version 1.0, 9/5/88.

ADD SE0045 > DSKU4/1 UPDATE (SSSD 160) - John Birdwell's Disk Utilities Version 4.1 Updates: ** To receive FULL documentation you must send the FairWare amount of $15.00 to author! Update changes: File Utilities added to and changed; Disk Manager copies BitMap; Myarc Ramdisk Setup deleted; Sector Utilities added (copy sectors, mark sectors, free sectors); System Setup added to/changed (printout size for file print; size selections changes; added special print codes). Support for Grand Ram has been added. The original Disk Utilities Disk Updated.

ADD GA0028 > GOLF (SSSD 345), Extended Basic (Only available on Disk). Contribution to author Alain Beaulieu. User-supported software comes with 2 courses which are scale replicas of real courses. Choose number of holes to play, which courses to play, play with or without joystick (#2), shows name of player, choose appropriate club, and tee off! As close as possible to the real thing? Version 1.0.

ADD GA0029 > AIRWOLF and TI-RUNNER BOARDMAKER. (SSSD 217). BOARDMAKER, Version 6.0 by Bill Reiss (contributions requested). Documents Included. EDIT TI-Runner screens; CREATE your own TI-Runner screens; use keyboard or combination of keyboard and joystick #1. AIRWOLF runs on E/A Opt # 5 and you are the pilot of the helicopter and must raise it from the mountain where it is kept without hitting the sides of the mountain! Easier said than done.

ADD PR0007 > STAR (Super TI Assembly Routines), (SSSD 356), Extended Basic. A package containing 53 TMS9900 Assembly Language Routines to be used in conjunction with your TI Extended Basic programs! Routines are accessed via CALL LINK statements and perform tasks that would be difficult (or impossible) to do with Extended Basic code and performs them fast! Saves memory; routines are provided (character sets, sounds, cassette control, color, screen access, VDP memory access, control, keyboard, character definitions, disk access, string handling, and text mode at 40 columns). 15 pages of documents included. FairWare written by Michael Riccio (Com-Link Enterprises). Requires: TI-99/4A Console; Monitor or TV; TI Extended Basic; 32K Memory Expansion; TI Disk Controller (works with Myarc); One or more disk drives; cassette recorder and cable optional; all other routine hardware should be compatible. Tried and tested at the Copeland's and it's super!

ADD DB0005 > MICROdex 99 - (1) DSSD and (1) SSSD required - XB, 32K, Disk Drive (printer optional but nice to have). A Publications Referencing Application Data Base! Create files of information on the location of articles, editorials, reviews, programs, tutorials, etc. This was recommended for use with any publication materials, but I just used it for my VCR TAPES and RECORDS. Sort by Subject, Source, Type, Date, Page, etc. Manual Included (and understandable!). COMMANDS: Add, Convert, Find, Purge, Browse, Disk, Index, Quit, Bye, Docs, Label, Sort, Catalog, Edit, List, Status, Clear, End, Merge, SubFile, Colors, Exit, New, Use. This disk contains documents that are not only understandable, but they won't take up a whole book by themselves! Share Ware User Fee $15.00, written by Bill Gaskill.

ADD DB0006 > PR BASE Version 2.1 Modified. DSSD or 2 Flippies (SSSD 358 Programs and SSSD 358 Documents). PR Base can now work on the Geneve, it copies easier, you can convert PR Base to work with double-sided single-density disks, has an E/A Loader option, you can use RamDisk to read/write to, or change your drive numbers. Documents included to help you wade through the changes, although Myarc Disk Controller Card owners will have a little harder time doing it! PR Base Data Base (as in DB0002) in a newer version with alot of changes.

ADD CA0001 > EAR 99'ers Catalog Listing includes $PRINTME file to print out all documents. View on screen or send to printer for printout. (SSSD 282) $1.00 or £1.00 only.

ADD CA0002 > TIGERCUB Catalog with PRINTALL file to print to printer (but can be seen on screen also). See this for a list of what TigerCub has to offer! (SSSD 235)

CHANGE WP0001 > FUNLWRITER - to show * VERSION 4.12 * - XB or E/A - A MUST to read the DOC'S with this version! CONFIG file could be used as a demo - use of windows and help screens keep you enthralled. DM-1000 has been updated independently of Ottowa UG. (Use FCTN 6 to PROCEED for copying, deleting, etc., on Menu 1, #1). ShowDirectory; VIEW file in ShowDirectory, LOAD file from ShowDirectory, DELETE file from ShowDirectory; End-Of-File Marker acts as ruler. Includes LINEHUNTER for assembly language programmgers. PLUS MORE. Greatly Enhanced. A MUST! Fairware: Tony and Will McGovern. DSSD or Flippy.

ADD WP0008 > PLUS! > DSSD or Flippy Required (SSSD 356 Programs, and SSSD 356 Documents). A fairware WordProcessing Companion and Utilities Disk of templates, tutorials, articles, codes, and programs for various versions of TI Writer (particularly FunnelWeb). Contains: InstaLabel for printing up to 6 lines on a label in condensed or normal mode; Calendar Programs are modified programs to let you create personalized desk and yearly calendars; InstaPrint prints any DV/80 text or graphic file instantly without using Editor or Formatter; Banner Program for printing Banners; 3/COL permits envelope-size catalog printouts; InstaDump is a 2-sector program that dumps any non-redefined character directly from screen to printer; IG!Pay where you type in English and computer shows you same in Pig Latin; InstaMail for a very quick hardcopy address mailer; SetUp to use Max/Rle; TinyTeeny is the world's smallest wordprocessor; TeenyPro is a teeny wordprocessor; PLUS MORE!. Alot of documents to help you wade through all that's included on the disk! By Jack Sughrue (US $10.00 Fairware Fee).

REPLACE SE0040 (TI TOOLS 2) with the NEW VERSION (08/1988) of TI TOOLS 2: Details: 1) BT is a menu programme, use the spacebar to toggle between the two menu screens (TI Controller, not Myarc). Choice 1 on the menu allows you to view a catalog listing of a disk on any drive. Choice 2 allows you to pull up any DV/80 file to read on screen. Function 5 allows you to change the name of a file on the screen and add or change XB programmes to the menu. With the menu on the screen you can change the printer code by pressing P. This menu was originally called BOOT and comes courtesy of John Johnson. 2) A file marked with a "DCLP..." is a programme known as "Disk Catalog and Label Printer" and instructions for its use are in the programme. 3) Files marked "MG" and "MH" make up DM-1000 (version 3.5) which is the SAFEST version to use at the moment. Courtesy of Ottawa User Group (Fairware programme). 4) TURBO Copy is a very quick copy programme. 5) PRINT CODES (authorized by Mike McVeigh and Phil Townsend of the Kawartha 99'ers) and "TOUCH PRINT" can be used to set up printer commands before printing out a document. On screen instructions are included, be sure to have your printer on before using either of these programmes and don't turn it off otherwise the printer commands will be lost. Compatible with Roland/Epson printers. 6) QUADLISTER will read your disks and print out up to 4 disk catalogs at one time so that you don't have to waste anymore paper. 7) DESK CALENDAR can give you a printout of a monthly calendar. 8) INSTAPRINT will print out DV/80 files. You can see the file on screen or get a hard copy, default printer setting is PIO/Epson but can be changed. 9) TICKET MAKER prints out raffle tickets with incrementing numbers. Extended Basic (can change group's name and ticket cost). 5 tickets per page. 10) WORDSEARCH MAKER will print out wordsearches with answer keys if you wish. PIO/Epson 11) MORTGAGE PRINTER is a very accurate and reasonably fast programme. Computations checked using the same data on a $100,000 Wang system and the TI-99/4A matched it penny for penny on a 30 year mortgage. Printout or on-screen. 12) OVERLAY MAKER allows you to make overlay strips for the TI Keyboard. Has a number of overlay strips on a menu to choose from, or you can make your own! Roland/Epson control codes with Near-Letter-Quality (can change). 13) MICRO MECHANIC will ask you to input data about your car and will then give you a print out of what service your car <u>may</u> need and when. 14) ARCHIVER version 3.02 is Barry Boone's fairware programme IMPROVED for ONE-STEP packing and compressing! 15) SCREEN SCROLL allows you to type in a message and then a number (when requested) for its horizontal placement on the screen (60 is about in the middle of the screen). The message will continually scroll across the screen until you use Function 4. This disk is double-sided single-density and autoloads from Extended Basic (Jo found you can individually load some programs from E/A). Fully operational with a TI Controller Card. A REALLY BIG THANK YOU TO KAWARTHA 99'ers and PHIL TOWNSEND.

MORE COMING SOON !
Including:
Tunnels Of Doom Adventures and
Extended Basic Adventures and Games

LIBRARY ADDITIONS - E.N.D.

S N I P - I T S

MINI BUT MIGHTY AID - EXTRACTING ROUTINE

An Extended Basic Programming Utility, Published in Word Play, The PUNN Newsletter, May 1988:

How many times have you wished that there was a way to extract a routine or part of a program from an Extended Basic Program? Well, this little routine, when merged into a program, allows you to do just that. Originally published in MICROpendium DEC 1985, and provided by George Steffan of LA/UG, the features of this program are often needed. After typing in the program save it to disk as a program, and again in merge format as:

SAVE DSKx.ROUT/EXTR,MERGE

Now, load the program that you are going to extract the subroutine from.

Resequence your program to start at Line 10, as this six-liner is now MERGED. MERGE DSKx.ROUT/EXTR into the start of your program. Enter RUN, and you will be prompted for the starting and ending lines you wish to extract. You will receive an error prompt, but simply enter LIST to see the routine lines you just extracted; the other lines are deleted. This routine can then be saved in Merge format, which can then be made runnable by NEWing and RUN DSKx.(Routine name). In most cases it will run when saved as a program.

```
1 CALL CLEAR :: CALL INIT ::
 INPUT "LINE NUMBERS OF ROUT
INE TO BE SAVED: FIRST,LAST?
 ":L,M :: G=256 :: CALL PEEK
(-31952,H,I,J,K)!M/pend 12/5
2 C=INT(M/G):: D=M-C*G :: F=
(J-G)*G*K :: FOR E=(H-G)*G+I
 TO F STEP 4 :: CALL PEEK(E,
A,B):: IF A=C AND B=D THEN 4
3 NEXT E :: PRINT :"LINE";0;
"NOT FOUND!" :: STOP !@P-
4 H=INT(E/G):: I=E-(G*H):: H
=H+G :: C=INT(L/G):: D=L-C*G
 :: FOR E=E+4 TO F STEP 4 ::
 CALL PEEK(E,A,B):: IF A=C A
ND B=D THEN 6 !@P-
5 NEXT E :: PRINT :"LINE";N:
"NOT FOUND!" :: STOP !@P-
6 E=E+3 :: J=INT(E/G):: K=E-
(G*J):: J=J+G :: CALL LOAD(-
31952,H,I,J,K):: STOP !@P-
```

Ed note: LINE 3 may have a : instead of a ;

```
3 NEXT E :: PRINT :"LINE";0:
```

See relationship to LINE 5

---ADVERT---

ASGARD NEWS

What is Asgard News? Well, for the owner of one or more Asgard Software products it is an indispensible source of tips, update notices, and new or related product information. It will tell you what's wrong and what's right about what Asgard Software publishes, and what we have up our sleeve next for the TI community.

Finally, Asgard News is devoted to the non-programmer. It is a users magazine with an emphasis on "users". We recognize that 90% of 99/4A owners don't care about programming, and aren't interested in programming. All most users are interested in is getting the most from what they have, and finding out about things they don't have. They want to know what something is USEFUL for, what BENEFITS it offers, not feature lists.

In short, Asgard News is a news magazine for the 4A. We'll keep you informed, we'll outrage, and we'll prove you right or wrong. If you are interested in the 99/4A this magazine will interest you!

For more information write:

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ROCKVILLE, MARYLAND
USA 20850

MODULE CLEANING

Reprinted from The PUNN Newsletter - Portland, OR., Sept., 1987

Dirty contacts can screw up any electrical device and the 4A is not an exception. The only place you are fairly likely to run into this problem is in using command modules. Both the module contacts and the port itself can become dirty, but cleaning the port itself is a big job as you have to disassemble the console. The good news is that cleaning the cartridge will almost always suffice and can be done quickly without any special tools or cleaners. All you need is a regular screwdriver, some sort of rag, a standard pencil eraser, and in some cases a medium Phillips screwdriver.

Remove the screw from the middle (bottom) of the module (if there is one). Then pry the clips in the slots (lower left-hand and right-hand corners) outward to pop open the cartridge. If there is a clip in the middle (bottom) pry it back after the slots in the lower left and right hand corners are loose. If it should bend off, don't worry, it won't affect the performance of your module.

The module board can now be removed. Do this carefully and NOTE how the spring-loaded "door" is assembled if there is one, so that you can put it back together if it pops out. Once you have the board removed, take your rag (a Kleenex will work but a cloth is better) and rub off any residue from the contacts. Remember to do the contacts on each if the particular module has them. Once the worst is removed take any soft pencil eraser and rub the contact gently to remove any remaining contaminant. When you have finished, reassemble the cartridge and you are back in business. Some symptoms of a dirty contact are the console locking up, strange errors and display on your screen, and/or a syntax error. Don't jump to clean a cartridge on your first error though, as it could be a number of other things. Sometimes, re-inserting the cartridge can help. But if you find that you have a continuing problem cleaning the contacts is quick and may correct what was wrong.

UNITED 99/4A DATA BASE

For those of you who were originally interested in this attempt at a United Data Base by the JOHNSON SPACE CENTER GROUP In TEXAS I'd like to ADVISE AGAINST IT. Our group wrote a letter and forwarded the amount of money requested on MAY 5, 1988. The check cleared one month later. After several weeks with no response I sent a follow-up letter (dated SEPTEMBER 7, 1988) asking what had happened, and would we receive their package, or would we receive a refund. Well, here it is OCTOBER 12, 1988 and we STILL haven't had any response! Look, $1.00 isn't going to break anyone, but the principle here is I sent the letter and the check, it was cashed, I wrote another letter, and I still haven't gotten any response (negative or positive)! What's Up?

From CPUG V7 #8 Sept 88 - Tacoma 99er's "The Laws of Computer Programming":

(1) There is always one more bug. (2) Any program, when running, is obsolete. (3) If a program is useless, it will have to be documented. (4) If a program is useful, it will have to be changed. (5) Any program will expand to fill all available memory. (6) Program complexity grows until it exceeds the capability of the programmer to maintain it.

From the same issue, news of TI RUNNER LEVEL EDITOR by EB Software ($14.95). The screen editor is designed to give you the power you need to add, edit, and manage your TI Runner screens. The system's easy to use menus and editor makes creating your own levels almost as much fun as playing them. Write to: EB Software, 905 West Middlefield #953, Mountain View, CA (USA) 94043. Includes TI Runner Level Editor, the original 50 levels, and 44 advanced levels. Also, Galitic Battle/Spy Adventure Package available at $11.95 (US dollars).

<<>> I'M A KEY PERSON <<>>

♦v♦n though my typ♦writ♦r is an old mod♦l, it works quit♦ w♦ll ♦xc♦pt for on♦ of th♦ k♦ys. I wish♦d many tim♦s that it work♦d p♦rf♦ctly. It is tru♦ that th♦r♦ ar♦ forty on♦ k♦ys that function w♦ll ♦nough, but just on♦ k♦y not working mak♦s all th♦ diff♦r♦nc♦. Som♦tim♦s it s♦♦ms to m♦ that an organization is som♦what lik♦ my typ♦writ♦r. Not all th♦ p♦opl♦ ar♦ working prop♦rly. You may say to yours♦lf "W♦ll I am only on♦ p♦rson, I won't mak♦ or br♦ak a program". But it do♦s mak♦ a diff♦r♦nc♦ b♦caus♦ any program, to b♦ ♦ff♦ctiv♦, n♦♦ds th♦ activ♦ participation of ♦v♦ry m♦mb♦r. So th♦ n♦xt tim♦ you think you ar♦ only on♦ p♦rson and that your ♦fforts ar♦ not n♦♦d♦d, r♦m♦mb♦r my typ♦writ♦r and say to yours♦lf "I am a K♦Y P♦RSON in our organization and I am n♦♦d♦d v♦ry much!".

(From Lincoln 99 Computer Club V6 #6 Sept 88 included by the Editor Daryl Harig, borrowed from the National Campers Hikers Association paper and submitted by Lincoln's Program Committee officer Barb Pettigrew)

FROM TEXAMENTS - AND PLEASE NOTE THEIR NEW ADDRESS:

TI USER GROUP DISCOUNT PROGRAM

Eligibility: All TI User Groups in good standing are eligible to participate in the User Group Discount Program. One designated member of the User Group must be responsible for placing and receiving orders. All orders must be made by mail in written form (on User Group letterhead), and prepaid. No C.O.D. or credit card orders will be accepted. Texaments reserves the right to reject any and all orders as it sees fit.

Discounts: At different times during the year special discounts will be offered to eligible User Groups. Discounts may range from simple percentage-off discounts, to special one-time purchase prices. All discounts will be offered for a limited time only; any orders received after the deadline period will be returned.

Throughout the year User Groups may purchase software at a discount of 15% off the regular list prices. This discount may not be combined with any other special offers, and a miminum of 2 pieces of software must be ordered. Furthermore, Texaments will beat any competitor's price on Myarc peripheral and computer products, and special consideration will be made for multiple piece orders.

TEXAMENTS Microcomputer Specialists
244 Mill Road
Yaphank, New York
USA 11980
(516) 345-2134 >or< BBS (516) 475-6463

Shipping Charges were noted on Steve's catalog, along with miscellaneous information. You have to see the catalog to appreciate it.

TO KICK OFF the User Group Discount Program Steve is now offering substantial discounts on two popular new items: (1) TI BASE(tm) and (2) MYARC HARD/FLOPPY DISK CONTROLLER (HFDC). Members may order TI BASE for only $19.95 (£11.73) and the MYARC HFDC for only $309.95 (£182.32) ($299.95 or £176.44 in quantity). If you find a cheaper price elsehwere, Steve will beat it!

TEXAMENTS also lists: TI Artist; Designer Labels Disk; Artist's Companion # 1 through # 7; Display Master; Artist Extras; CSGD I through III with the CSGD Cataloger and User Disk #1 through 7; Rapid Copy; XB Detective; and COMING SOON - Artist's Companion Disk #8; CSGD User Disk #8; Milton Bradley MBX Tester and Software Drivers; and MORE.

For MYARC and GENEVE users:

Floppy Disk Controller (DS/DD)	$ 149.95	equates to	£ 88.21
Hard/Floppy Disk Controller	$ 309.95	if you	£ 182.32
RS232 Interface (with PIO port)	$ 109.95	use the	£ 64.68
512K Memory Expansion/RAMdisk	$ 229.95	current	£ 135.26
Myarc Extended Basic II	$ 65.00	exchange	£ 38.24
Geneve 9640 Computer		rate of	
with enhanced keyboard	$ 479.95	1.70 to	£ 282.32
Myarc Mouse and MY-Art (Geneve)	$ 109.95	the $	£ 64.68

20 WAYS TO ENCOURAGE YOUR CHILD

Never eat together as a family.

Never have family outings which occur weekly, monthly, or annually that can be looked forward to as a family unit.

Talk TO your children, not WITH them; never listen.

Punish your children in public and never praise them or reinforce their positive behavior.

Always solve their problems; make their decisions for them.

Leave the responsibility of teaching morality and spiritual training to the schools and the church.

Never let your children experience cold, fatigue, adventure, injury, risk, challenge, experimentation, failure, frustration, discouragement, etc.

Threaten your children, i.e. "If you ever

Expect your child to get "A's" in school - in every subject.

Always pick up after them and don't encourage them to accept responsibility.

Discourage your child from talking about his feelings, i.e. anger, sadness, fear, etc.

Be overprotective and don't teach your child the meaning of the work consequence.

Put your child off when they ask "why?" and tell them "because I said so."

Lead your child to believe that you are perfect and infallible.

Keep your home atmosphere in a state of chaos.

Never tell them how much you love them and never discuss your feelings with them.

Never hug them or display affection in front of them.

Always expect the worst and never give them the benefit of the doubt.

Don't ever trust them.

Think about it

A TALE OF TWO CHIPS

by Peter Walker

Many of you will know of the availability of a new DSR ROM chip for the RS232/PIO card that brings a number of new and changed features. This article summarises my experiences with the chip.

First of all: what does it offer? On the PIO interface, the parallel port now conforms strictly to the Centronics specification, in that the card will now send a character as soon as the Printer Busy lead goes off (low), and does not wait for, or expect, an acknowledgement pulse to the previous character.

On the serial RS232 port, you can now program any speed for communication rather than the limited set originally provided (ie 110, 300, 600, 1200, 4800 & 9600). Any speed between 62 and 65000 can now be used. Another very useful development is the addtion of a new software switch which allows split transmission rates between transmit and receive. This allows 1200/75 communication with videotex systems such as Prestel and also to a number of BBSs that also support this type of communication.

So how have I got on? Fitting the new the new chip was fairly easy; I decided to mount the new chip on a carrier which eased installation. I proved all the connections, but the card wouldn't work. Colin Hinson suggested that I check for short circuits between chip pins, and lo and behold I found a near invisible short that, when removed, allowed the card to function. Obvious advice in retrospect, but perhaps there are others like me who don't use a soldering iron as much as we used to.

On the RS232 side, the split baud working is of immense use. I have now written a simple auto-logon program in Basic for my Prestel account. When resident on my Horizon Ramdisk, I can access my account with a single keystroke from power-up. I have also developed a program to upload text, prepared on TI-Writer, to a Prestel Mailbox message. This has the beauty that you can get all the special colour and graphics features to your liking (ie customised MBX headers) without editing on-line with the infuriating invisible cursor. These two programs are given below. I haven't used any of the new faster speeds which the chip makes possible, since one needs to program in Assembler to cope with the speed of transmission.

As for the PIO changes, these were not essential for me, since my card worked well with the Epson MX80 printer, which always sends an acknowledgement pulse. However, there is one noticeable change which for me is somewhat unwelcome. With the both the old chip and the new, the program will halt while the card waits for the printer to become free; eg when the Printer Online button is switched off. With the old chip, the program would also halt if the printer was switched off, since it would wait for an acknowledgement to the first transmitted character. When the printer was turned on, the program and printing would proceed as normal, less only the first character. The situation is different now, since the card does not wait for an acknowledgement, and it

will rapidly spew out a print sequence to a "dead" printer. Since the program doesn't pause, one is often not aware that the printer is switched off until too late. The answer is to get the program to prompt one to switch the printer on.

Here are the two programs, first the logon program:

```
100 OPEN #1:"RS232.BA=1200.EC"
110 PRINT #1:"AT&E0V0F3"
120 CLOSE #1
130 OPEN #1:"RS232.TX=75.RX=1200.EC"
140 CALL SOUND(300,30000,30):: CALL SOUND(1,30000,30)
150 PRINT #1:"ATDN5"
160 CLOSE #1
170 PRINT "DIALLING PRESTEL" :: IF L=1 THEN PRINT "PLEASE WAIT 26
 SECONDS":"FOR CONNECTION" :: GOTO 210
180 PRINT "LOADING PRESTEL SOFTWARE"
190 CALL INIT :: CALL LOAD("DSK3.VIDILOAD"):: L=1
200 PRINT "SOFTWARE LOADED":"PLEASE WAIT 20 SECONDS":"FOR CONNECT
ION"
210 OPEN #1:"RS232.TX=75.RX=1200.EC.CRLF"
220 INPUT #1:A$ :: IF A$="11" THEN PRINT "CONNECTED" ELSE 260
230 PRINT "SENDING ID AND PASSWORD"
240 PRINT #1:"44444444444444" :: CLOSE #1
250 CALL LINK("LAAD")
260 IF A$="6" THEN PRINT "NO DIAL TONE":"CHECK CONNECTION" :: STO
P
270 IF A$="7" THEN PRINT "LINE BUSY - RETRYING" :: CLOSE #1 :: GO
TO 130
280 IF A$="8" THEN PRINT "NO ANSWER - RETRYING" :: CLOSE #1 :: GO
TO 130
290 PRINT "ERROR ";A$ :: STOP
```

Notes
This program is customized to my modem, which is a Dowty Quattro SB2422 with Hayes protocol. However, the general flow of the program could be useful to others

100-120 Using the modem's default 1200/1200 speed, the Hayes sequence for setting up my modem is sent. &E0 removes default error correction; V0 sets up "non-verbose" modem responses; F3 sets up 1200/75 communications.

130-160 Opens file with split speed and instructs modem to dial Prestel number stored in Store 5. Line 140 provides a pause.

190 The Prestel software is loaded during dialling.

210 The file is reopened, with CRLF switch needed for modem's responses.

220 When the modem connects to Prestel it issues the CONNECTED 1200/75 response which is "11" in non-verbose mode. (This mode is used since verbose responses are both preceded and followed by Carriage Return characters, which causes a BASIC error with the RS232 card).

240 My ID and password are sent: true value has been changed!!

250 Prestel program is activated.

260-290 Unsuccessful calls cause redial or halt.

Here is the Upload program. The text file to be sent should have been prepared by the TI-Writer editor with the right margin set to 38. This text may include any Prestel escape sequences to set up graphics or colour changes. While in Prestel, go to page *77#, the normal MBX page. Type in the addressee, followed by #, then run this program. When finished, reload the Prestel program and press *00# to rebuild the screen. If all is well, press # to complete the Mailbox message. If any further additions or changes are required: beware since the cursor will be positioned at the begining of the message.

```
100 CALL CLEAR
110 DISPLAY AT(1,1):"ENTER TEXT FILE"
120 ACCEPT AT(2,1)BEEP:F$ :: IF SEG$(F$,1,3)<>"DSK" THEN 120
130 OPEN #1:"RS232.TX=75.RX=1200.CRLF.EC"
140 OPEN #2:F$
150 FOR L=1 TO 13
160 IF EOF(2)THEN 200
170 LINPUT #2:A$ :: IF ASC(A$)>127 THEN 200
180 PRINT #1:A$;"@r"
190 NEXT L
200 CLOSE #1 :: CLOSE #2
```

Notes

130 Open file to Modem.
140 Open text file.
170 Read a line of text, jump to 200 if TI-Writer Tab record found.
180 Transmit record (line) to Prestel, followed by @r command which resets cursor to beginning of next line. I have found this a reliable method of transmission. Prestel's own word wrap seems to go wrong on high speed uploads. (Not that 75 baud is particularly fast!!)
200 Close files. The Prestel program should now be reloaded; this could be added here.

Finally, a word of thanks to those who have made this new chip available to us. Another sign that the TI99 is far from dead!

Peter Walker

2021 note- no indication where the chip discussed was obtained from... bb

GIANT AND DWARFS
by: B. A. TRAVER

This Extended Basic 'game' is certainly worth the effort of typing in! It may not, however, be worth the headaches you're going to get in trying to beat it! Certainly a CHALLENGE though! Good luck, and let us know how you fair on this one! So put on your thinking cap and go for it! (Remember, available on disk in Library under GA0010 - or on cassette for our cassette users!) - proofread by jc.

```
100 REM **********************
110 REM * GIANT AND DWARFS *
120 REM **********************
130 REM BY B .A. TRAVER
140 REM 99'ER VERSION 2.6.1XB
150 REM
160 REM
170 CALL COLSCHEME(12,2):: DISPLAY AT(10,7):"GIANT AND DWARFS:": :"
AN ORIGINAL PROGRAM"
180 DISPLAY AT(14,8):"BY B. A. TRAVER"
190 REM INITIALIZE
200 DIM R(8),C(8),SR(8),SC(8),Z(8),C1(4),C2(4),T(10)
210 FOR I=1 TO 8 :: READ R(I),C(I):: NEXT I
220 DATA 11,3,5,9,17,9,11,15,5,21,11,21,17,21,11,27
230 FOR I=1 TO 8 :: SR(I)=8*R(I)-7 :: SC(I)<8*C(I)-7 :: NEXT I
240 FOR I=1 TO 4 :: READ C1(I),C2(I):: NEXT I :: FOR I=1 TO 10 :: READ T
(I):: NEXT I
250 DATA 6,8,13,4,7,10,5,6,110,139,165,220,277,330,440,554,659,880
260 RANDOMIZE :: DEF RN(I)=INT(I*RND)+1
270 GOSUB 2010
280 REM DEFINE CHARACTERS
290 CALL CHAR(64,"000000303000303"):: CALL CHAR(94,"003048081020002")
300 CALL CHAR(96,"000001010101030505010202030000000000B0C0B0B0C0A0A08040
4060000000")
310 CALL CHAR(100,"07050704077FFFC7C7E7C70706061E1EE0A0E020E0FEFFE3E3E7E
3E060607878")
320 CALL CHAR(112,"FFFF"):: CALL CHAR(113,"C0C0C0C0C0C0C0C0C"):: CALL CHAR
(114,"FFFFC0C0C0C0C0C0")
330 CALL CHAR(115,"03070E1C3870E0C")
340 CALL CHAR(116,"C0E070381C0E0703"):: CALL CHAR(120,"")
350 CALL CHAR(128,"000001010101030509010204080400000000B0C0B0B0C0A090804
02810000000")
360 CALL CHAR(132,"07050704077FFFC767776707060C7878E0A0E020E0FEFFE3E6EEE
6E060301E1E"):: CALL CHAR(136,"")
370 REM "WANT INSTRUCTIONS?"
380 CALL COLSCHEME(16,14):: DISPLAY AT(12,3):"DO YOU WANT INSTRUCTIONS":
 :"    (YES OR NO)?"
390 CALL KEYYN(K):: IF K=78 THEN M$="NO" ELSE M$="YES"
400 DISPLAY AT(14,20):M$ :: CALL DELAY(150):: IF K=78 THEN 480 ELSE K=48
410 REM INSTRUCTIONS
420 CALL COLSCHEME(2,12):: DISPLAY AT(1,7):"HERE IS THE BOARD":"   AND H
OW IT IS NUMBERED@"
430 H=1 :: GOSUB 2090 :: CALL PAUSE(K):: GOSUB 2250
440 CALL COLSCHEME(2,12):: DISPLAY AT(8,1):"BY THE WAY, DURING THE GAME"
: :"YOU ALSO HAVE THESE OPTIONS:   "
450 DISPLAY AT(13,2):"PRESS ""0"" TO REVIEW RULES": :"              OR":
:" PRESS ""9"" TO CHANGE GAME."
```

```
460 CALL PAUSE(K):: IF K=48 THEN 420
470 REM "CHOICE?"
480 CALL DELSPRITE(ALL):: CALL COLSCHEME(2,15)
490 DISPLAY AT(2,1):"HERE ARE THE POSSIBLE WAYS  TO PLAY:"
500 DISPLAY AT(6,1):"1. YOU ARE THE GIANT, AND I       AM THE DWARFS"
510 DISPLAY AT(9,1):"2. I AM THE GIANT, AND YOU       ARE THE DWARFS"
520 DISPLAY AT(12,1):"3. YOU AND A FRIEND PLAY         GIANT AND DWARFS"
530 DISPLAY AT(15,1):"4. I PLAY GIANT AND DWARFS       BY MYSELF (AFTER
YOU"
540 DISPLAY AT(17,6):"HAVE TRIED 1. AND 2. AT":"     LEAST FOUR TIMES EA
CH)"
550 DISPLAY AT(20,1):"(OR PRESS ""0"" TO REVIEW THE RULES.)" :: DISPLAY
AT(23,1):"WHAT IS YOUR CHOICE?"
560 CALL KEY(0,K,S):: IF K<48 OR K>53 THEN 560
570 H=K-48 :: M$=CHR$(K):: IF K=53 THEN M$="4"
580 DISPLAY AT(23,22):M$ :: CALL DELAY(75):: ON H+1 GOTO 420,650,650,650
,590,630
590 IF H1>3 AND H2>3 THEN 640
600 CALL COLSCHEME(2,11):: CALL SOUND(4250,-4,0)
610 DISPLAY AT(12,3):"NOT ALLOWED!--YOU HAVEN'T": :" TRIED 1. AND 2. END
UGH YET!"
620 CALL SOUND(1,-4,0):: GOTO 480
630 H=4
640 REM PLAY GAME!
650 N=1 :: GOSUB 2080
660 CALL DELSPRITE(ALL):: P=11100000 :: M1,M2,M3,P1,P2=0
670 FOR I=1 TO 3 :: Z(I)=I :: NEXT I :: FOR I=4 TO 8 :: Z(I)=0 :: NEXT I
680 CALL MAGNIFY(4):: FOR I=1 TO 3 :: CALL SPRITE(#I,96,2,SR(I),SC(I))::
 NEXT I
690 DISPLAY AT(22,1):"": :"" :: IF P=1112 THEN 1730
700 DISPLAY AT(22,12):"GIANT" :: PL=2 :: M1=M3 :: ON H GOTO 1960,1170,19
60,1170
710 GOTO 1130
720 DISPLAY AT(22,1):"": :"' :: IF P1>3 OR P2>3 THEN GW=1 :: GOTO 1760
730 IF M3<5 THEN GW=2 :: GOTO 1760
740 DISPLAY AT(22,12):"DWARFS" :: PL=1 :: ON H GOTO 1380,1970,1970,1380
750 REM MOVE PIECE
760 IF PL=2 THEN Z(M1)=4
770 RD=R(M2)-R(M1):: CD=C(M2)-C(M1)
780 FOR I=PL TO 8 STEP PL :: CALL LOCATE(#Z(M1),SR(M1)+RD*I,SC(M1)+CD*I)
790 CALL PATTERN(#Z(M1),124+4*PL):: CALL SOUND(1,880/PL^2,16/PL^4)
800 CALL LOCATE(#Z(M1),SR(M1)+RD*I,SC(M1)+CD*I)
810 CALL PATTERN(#Z(M1),92+4*PL):: CALL SOUND(1,440/PL^2,16/PL^4)
820 NEXT I
830 Z(M2)=Z(M1):: Z(M1)=0 :: IF PL=2 THEN M3=M2 :: Z(M3)=4
840 IF Z(8)<>0 AND Z(8)<>4 THEN GW=2 :: GOTO 1760
850 IF PL=2 AND P=111020 THEN P1=P1+1
860 IF PL=2 AND P=1012010 THEN P2=P2+1
870 IF PL=1 THEN 690 ELSE 720
880 REM ACCEPT/DISPLAY MOVE
890 CALL KEY(0,K,S):: IF K<48 OR K>57 THEN 890
900 M=K-48 :: M$=CHR$(K):: DISPLAY AT(23,CO-2)SIZE(1):M$ :: IF M$="9" TH
EN 480
910 IF M$="0" THEN CALL COLOR(#1,1,#2,1,#3,1,#4,1):: GOSUB 2260 :: GOSUB
 2080 :: ON PL GOTO 740,700
920 IF CO=17 THEN 1980 ELSE 940
930 REM CHECK FOR ILLEGAL MOVE
940 M2=M :: IF Z(M2)=0 THEN 970
950 ON PL GOTO 720,690
960 ON PL GOSUB 1970,1960
970 IF M1=0 THEN 1090
980 ON M1 GOTO 990,1000,1010,1020,1030,1040,1050,1060
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```
990 IF M2<2 OR M2>4 THEN 1080 ELSE 1110
1000 ON M2 GOTO 1070,1080,1110,1110,1110,1080,1080,1080
1010 ON M2 GOTO 1070,1110,1110,1110,1080,1080,1110,1080
1020 ON M2 GOTO 1070,1070,1070,1080,1110,1110,1110,1080
1030 ON M2 GOTO 1080,1070,1080,1070,1080,1110,1080,1110
1040 ON M2 GOTO 1080,1080,1080,1070,1110,1080,1110,1110
1050 ON M2 GOTO 1080,1080,1070,1070,1080,1110,1080,1110
1060 ON M2 GOTO 1080,1080,1080,1080,1070,1070,1070,1080
1070 IF PL=2 THEN 1110
1080 GOTO 950
1090 IF M2<5 THEN 950
1100 IF P=11100000 AND(H=1 OR H=3)THEN ON M2-4 GOTO 1670,1680,1690,1700
1110 IF PL=1 THEN 1130 ELSE 710
1120 REM UPDATE POSITION
1130 P=P-PL*10^(8-M1)+PL*10^(8-M2):: IF PL=2 THEN M3=M2
1140 IF H=4 THEN CALL KEY(0,K,S):: IF K=57 THEN 480
1150 GOTO 760
1160 REM COMPUTER'S MOVE FOR GIANT
1170 IF P=11100000 THEN IF H=2 OR H=4 THEN 1660
1180 IF Z(2)=0 AND M1=5 THEN M2=2
1190 IF Z(3)=0 AND M1=7 THEN M2=3
1200 IF Z(4)=0 AND(M1=5 OR M1=6 OR M1=7)THEN M2=4
1210 IF P=1010210 OR P=1010012 THEN M2=5
1220 IF P=11010200 OR P=11010002 OR P=100112 OR P=110102 OR P=1000112 OR
 P=10100012 THEN M2=5
1230 IF P=10000112 OR P=10100102 OR P=10112 THEN M2=5
1240 IF P=11012 OR P=110012 THEN M2=6
1250 IF P=1011002 OR P=1112000 OR P=1110020 OR P=1110002 OR P=1100012 OR
 P=1101002 THEN M2=6
1260 IF P=10010012 OR P=10011002 OR P=101012 OR P=1001012 OR P=10101002
OR P=11000012 OR P=10001012 THEN M2=6
1270 IF P=111200 OR P=111002 THEN M2=7
1280 IF P=10110200 OR P=10110002 OR P=1001102 OR P=1010102 OR P=101102 O
R P=11001002 THEN M2=7
1290 IF P=10001102 OR P=11000102 OR P=11102 THEN M2=7
1300 IF P=11210 OR P=1012010 OR P=111020 OR P=1011200 OR P=110210 OR P=1
011200 OR P=1110200 THEN M2=8
1310 IF P=10110020 OR P=11012000 OR P=110120 OR P=1012100 OR P=10011200
OR P=10010210 THEN M2=8
1320 IF P=10021010 THEN IF RN(2)=1 THEN M2=2 ELSE M2=3
1330 IF P=1100102 THEN IF RN(2)=1 THEN M2=5 ELSE M2=7
1340 IF P=110210 THEN IF RN(2)=1 THEN M2=5 ELSE M2=8
1350 IF P=1011200 THEN IF RN(2)=1 THEN M2=7 ELSE M2=8
1360 GOTO 710
1370 REM COMPUTER'S MOVE DWARFS
1380 IF P=10012010 OR P=10011200 OR P=10101002 OR P=10100012 OR P=101102
00 THEN M4=12
1390 IF P=10011020 OR P=10010210 OR P=11000012 OR P=11001002 OR P=110102
00 THEN M4=13
1400 IF P=11002010 OR P=10101020 OR P=11001200 OR P=10100210 OR P=111002
00 OR P=10001210 THEN M4=14
1410 IF P=1011020 OR P=11001002 OR P=11010020 OR P=1011200 THEN M4=23
1420 IF P=1101020 OR P=1100210 THEN M4=24
1430 IF P=11001200 OR P=11000210 OR P=11001002 OR P=11000012 OR P=111000
20 OR P=1001210 THEN M4=24
1440 IF P=1110020 OR P=1010210 THEN M4=25
1450 IF P=112010 OR P=10100012 OR P=10112000 OR P=110210 THEN M4=32
1460 IF P=1102010 OR P=1101200 THEN M4=34
1470 IF P=10100210 OR P=10101200 OR P=10100012 OR P=10101002 OR P=111020
00 OR P=101210 THEN M4=34
1480 IF P=1112000 OR P=111200 THEN M4=37
1490 IF P=110012 OR P=1010012 OR P=10010012 THEN M4=45
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1500 IF P=11012 THEN M4=46
1510 IF P=1011002 OR P=111002 OR P=10011002 THEN M4=47
1520 IF P=111020 THEN M4=56
1530 IF P=110120 OR P=10100102 THEN M4=65
1540 IF P=1012100 OR P=11000102 THEN M4=67
1550 IF P=1012010 THEN M4=76
1560 IF P=11010200 THEN IF RN(3)=1 THEN M4=25 ELSE M4=13
1570 IF P=1110200 OR P=11100002 THEN IF RN(2)=1 THEN M4=25 ELSE M4=37
1580 IF P=11010002 THEN IF RN(2)=1 THEN M4=25 ELSE M4=47
1590 IF P=10110200 THEN IF RN(3)=1 THEN M4=37 ELSE M4=12
1600 IF P=10110002 THEN IF RN(2)=1 THEN M4=37 ELSE M4=45
1610 IF P=1110002 THEN IF RN(2)=1 THEN M4=45 ELSE M4=47
1620 IF P=1100102 OR P=1010102 OR P=110102 THEN IF RN(2)=1 THEN M4=65 EL
SE M4=67
1630 IF (P=11100002 OR P=11100020 OR P=11102000)AND H=4 THEN IF RN(2)=1
THEN M4=14
1640 M1=INT(M4/10):: M2=M4-M1*10 :: GOTO 1130
1650 REM COMPUTER'S 1ST MOVE FOR GIANT
1660 ON RN(9)GOTO 1670,1670,1670,1680,1690,1690,1690,1700,1700
1670 I=5 :: GOTO 1710
1680 I=6 :: GOTO 1710
1690 I=7 :: GOTO 1710
1700 I=8
1710 P=11100000+2*10^(8-I):: Z(I)=4 :: CALL SPRITE(#4,100,2,SR(I),SC(I))
:: M1,M2,M3=I :: GOTO 710
1720 REM GAME ENDED
1730 DISPLAY AT(22,7):"THE DWARFS WIN!" :: IF H=1 THEN CW=CW+1
1740 IF H=2 THEN HW=HW+1
1750 GOTO 1800
1760 DISPLAY AT(22,7):"THE GIANT WINS!"
1770 IF GW=1 THEN DISPLAY AT(23,9):"(STALEMATE)" ELSE DISPLAY AT(23,7):"
(BREAK-THROUGH)"
1780 IF PL=1 THEN DISPLAY AT(24,3):"(DWARF ON 8 CAN'T MOVE)"
1790 IF H=2 THEN CW=CW+1
1800 GOSUB 2020 :: CALL DELAY(500):: IF H=1 THEN H1=H1+1
1810 IF H=2 THEN H2=H2+1
1820 IF H<3 THEN DISPLAY AT(22,7):"      SCORE@":"          COMPUTER@":"" :
: DISPLAY AT(23,18):USING "###":CW
1830 IF H<3 THEN DISPLAY AT(24,9):"HUMANS@   " :: DISPLAY AT(24,18):USING
 "###":HW :: CALL DELAY(600)
1840 DISPLAY AT(22,1):"ANOTHER GAME (YES OR NO)^":"":""
1850 CALL KEYYN(K)
1860 IF K=78 THEN 1910 ELSE DISPLAY AT(22,26):"YES" :: CALL DELAY(100)
1870 DISPLAY AT(24,2):"SAME KIND (YES OR NO)^"
1880 CALL KEYYN(K)
1890 IF K=78 THEN DISPLAY AT(24,25):"NO" :: CALL DELAY(100):: GOTO 480
1900 DISPLAY AT(24,25):"YES" :: CALL DELSPRITE(ALL):: CALL DELAY(100)::
GOTO 660
1910 DISPLAY AT(22,27):"NO" :: CALL DELAY(100)
1920 CALL DELSPRITE(ALL):: CALL COLSCHEME(16,14):: DISPLAY AT(12,4):"THA
NK YOU FOR PLAYING."
1930 H=0 :: GOSUB 2010 :: CALL CLEAR
1940 STOP
1950 REM "FROM?/TO?"
1960 DISPLAY AT(23,12):"TO^" :: CO=18 :: GOTO 890
1970 DISPLAY AT(23,10):"FROM^" :: CO=17 :: GOTO 890
1980 M1=M :: IF Z(M1)=0 OR Z(M1)=4 THEN 1970
1990 DISPLAY AT(23,17):"TO^" :: CO=22 :: GOTO 890
2000 REM MUSICAL THEMES
2010 FOR PL=2 TO 1 STEP -1
2020 FOR I=1 TO 10 :: CALL SOUND(20,4*T(I)/(PL^2),16/PL^3):: NEXT I
2030 FOR I=1 TO 4 :: CALL SOUND(40,(880/PL^3),16/PL^3):: NEXT I
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2040 IF H<>0 THEN 2060
2050 NEXT PL
2060 RETURN
2070 REM DISPLAY BOARD
2080 CALL COLSCHEME(2,C2(H)):: IF M$="0" THEN CALL COLOR(#1,2,#2,2,#3,2,
#4,2)
2090 CALL COLOR(9,2,1):: CALL COLOR(10,16,C1(H))
2100 CALL COLOR(11,16,C1(H)):: CALL COLOR(12,2,16):: CALL COLOR(13,2,C1(
H)):: CALL COLOR(14,C1(H),C1(H))
2110 CALL HCHAR(4,1,136,576)
2120 CALL HCHAR(7,13,112,8):: CALL HCHAR(13,7,112,20):: CALL HCHAR(19,13
,112,8)
2130 CALL VCHAR(9,11,113,8):: CALL HCHAR(13,11,114):: CALL VCHAR(9,23,11
3,8)
2140 IF K<>48 THEN DISPLAY AT(2,2):"G I A N T  &  D W A R F S"
2150 CALL HCHAR(10,7,115):: CALL HCHAR(9,8,115)
2160 FOR I=0 TO 7 :: CALL HCHAR(16-I,13+I,115):: NEXT I
2170 CALL HCHAR(16,25,115):: CALL HCHAR(15,26,115)
2180 CALL HCHAR(15,7,116):: CALL HCHAR(16,8,116)
2190 FOR I=0 TO 7 :: CALL VCHAR(9+I,13+I,116):: NEXT I
2200 CALL HCHAR(9,25,116):: CALL HCHAR(10,26,116)
2210 FOR J=0 TO 3 :: FOR I=1 TO 8 :: CALL HCHAR(R(I)+J,C(I),120,4):: NEX
T I :: NEXT J
2220 FOR I=3 TO 4
2230 CALL COLOR(I,2,16):: NEXT I :: FOR I=1 TO 8 :: DISPLAY AT(R(I),C(I)
-2)SIZE(1):STR$(I):: NEXT I
2240 RETURN
2250 REM RULES
2260 CALL COLSCHEME(16,5):: DISPLAY AT(1,1):"HERE ARE THE RULES IN BRIEF
:"
2270 DISPLAY AT(3,4):"THE THREE DWARFS OPEN":"   ON SQUARES 1, 2, AND 3.
"
2280 DISPLAY AT(6,4):"THE GIANT MAY OPEN ON":"   SQUARE 5, 6, 7, OR 8."
2290 DISPLAY AT(9,4):"THE DWARFS TRY TO TRAP":"   THE GIANT ON SQUARE 8.
"
2300 DISPLAY AT(12,4):"THE GIANT WINS IF THE":"   DWARFS DON'T SUCCEED."
2310 DISPLAY AT(15,4):"THE DWARFS CAN MOVE ONE":"   SQUARE FORWARDS OR":
"   SIDEWAYS,NEVER BACKWARDS."
2320 DISPLAY AT(19,4):"THE GIANT CAN MOVE ONE ":"   SQUARE IN ANY DIRECT
ION." :: CALL PAUSE(K):: CALL CLEAR
2330 DISPLAY AT(11,3):"NOTE THAT A 'STALEMATE'": :"(THAT IS, THE SAME PO
SITION"
2340 DISPLAY AT(15,3):"OCCURRING REPEATEDLY) IS": :"    A WIN FOR THE GI
ANT." :: CALL PAUSE(K)
2350 RETURN
2360 SUB DELAY(D)
2370 FOR I=1 TO D :: NEXT I
2380 SUBEND
2390 SUB PAUSE(K)
2400 DISPLAY AT(23,7):"PRESS SPACE BAR":"    WHEN READY TO GO ON."
2410 CALL KEY(0,K,ST):: IF K<>32 AND K<>48 THEN 2410
2420 SUBEND
2430 SUB COLSCHEME(F,B)
2440 CALL CLEAR :: CALL SCREEN(B):: FOR I=1 TO 8 :: CALL COLOR(I,F,B)::
NEXT I
2450 SUBEND
2460 SUB KEYYN(K)
2470 CALL KEY(0,K,ST):: IF K<>78 AND K<>89 THEN 2470
2480 SUBEND
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< GIANT & DWARFS >
< E.N.D. >

INCOME		EXPENDITURES	
Library Income	$ 37.20	Purchases (2 disk holders)	$ 35.90
Subscriptions Income	$ 20.40	Miscellaneous Expense (Subscription Refund, Author Fees	$ 35.00
Income Total	$ 57.60	Paid, 09/88 and 10/88 Bank Charges)	
		Postage Expense	$ 38.29
		Stationery Supplies (60 envelopes, Tape)	$ 12.99
		Expenditures Total	$112.18

* CK# 100023 was used to put £100.00 into the Dollar Account

END-OF-MONTH TOTAL
$ 412.49

Petty Cash $ 38.15
Petty Cash £ 13.06

Checkbook Balances:
American $ 239.95
British £ 66.48

Checks for Deposit:
American 0 @ $ .00
British 0 @ £ .00

Exchange Rate at $1.69/$1.72 = £1.00

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ESTIMATED EXPENDITURES:

Estimated Postage Expenses $ 30.00
Photocopying Expenses = $ 88.62

Vol 2 Issue 3 '88 ~	6 originals @	85 =	510	@ .02599 =	$	13.25
Advertising Leaflet ~	1 originals @	100 =	100	@ .02599 =	$	2.59
Vol 2 Issue 4 '88 ~	14 originals @	80 =	1120	@ .02599 =	$	29.11
Vol 2 Issue 5 '88 ~	6 originals @	80 =	480	@ .02599 =	$	12.48
Vol 2 Issue 6 '88 ~	12 originals @	100 =	1200	@ .02599 =	$	31.19

ESTIMATED INCOME:

Subscription Renewals (Nov/Dec 1988) $ .00
Library Income (Nov/Dec 1988) $ 20.00

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>>>>> NEXT MEETING: <<<<<

DAY: SATURDAY
DATE: NOVEMBER 19, 1988
TIME: 2:00 PM
PLACE: * COLIN HINSON'S HOME! *

SEE MAP IN NEWSLETTER and SEE YOU THERE!

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Treasury Report . . . E N D
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EAR 99'ERS

East Anglia Region 99'ers User's Group

VOLUME 2
ISSUE 7
NOVEMBER '88

FROM:

SCOTT COPELAND, President
EAR 99'ers User's Group
13 ELM WALK
LAKENHEATH, SUFFOLK
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TO:

TI*MES ~ c/o S. SHAW (34E)
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HESHIRE
ENGLAND
H